



# GEORGIA ASSOCIATION OF LAW ENFORCEMENT FIREARMS INSTRUCTORS

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Course ID

GSAQC

Date Submitted:	1/1/2006	Date Reviewed:	1/1/2006	Date Approved:	1/1/2006
Submitting Agency:	Georgia Peace Officer Standards and Training Council				
Submitted By:	N/A				
Category					
Handgun	X	Shotgun		Rifle	
				SMG	
				Qualification	
				Drill	
Instructional Goal					
Qualification courses do not require stated objectives.					
Terminal Objective (ALT + enter to move to new line)		This course of fire is to be utilized to determine the handgun "qualification" of students participating in the Basic Law Enforcement Training Course. Additionally, the course will be used as a means of annual "re-qualification" for all certified peace officers within the State of Georgia except where the agency has received approval from the Georgia Association of Law Enforcement Firearms Instructors for an "equivalent" course of fire to be substituted in it's stead.			
Enabling Objective(s) (ALT + 7 to add bullet - •)		<p>Given a handgun, eye protection, ear protection, appropriate targets, training ammunition, and a firearms training range;</p> <p>When firing from designated yardage markers and upon a prescribed course of fire, the student will demonstrate knowledge, skill and ability relative to the marksmanship skills associated with firing a handgun with demonstrated accuracy of 80% or greater.</p>			
Round Count					
	30	Duty Handgun		Approved Back-up	
				Shotgun	
				Patrol Rifle	
				Other Rife	
				SMG	
Target					
Paper Cardboard Photo	Type	Quantity	Reactive Steel Static Steel Other	Type	Quantity
	SQT-A1	2			
Scoring					
Targets are scored:		10/08		Maximum Score:	300
				Passing Score:	240
Additional Scoring Information:		N/A			
Miscellaneous Information:		See instructor notes			

YARDAGE	# RDS FIRED	INSTRUCTIONS
25 YDS	04 RDS	<p>Line instructor provides direction:</p> <p>Throughout the course of fire, the shooter will NOT use the cover point for support. Safeties may not be deactivated unless the weapon is drawn and on target. The trigger cannot be touched unless the decision to fire has been made. The safety is always reactivated before the weapon is holstered. If the weapon fires in double-single mode, the shooter must always de-cock the weapon before holstering.</p> <p>The shooter will start outside cover with the cover point to the shooters RIGHT.</p> <p>On the command of COVER, DRAW while moving to cover.</p> <p>Given the appropriate SEARCH command, begin a VISUAL SEARCH for the RIGHT target around the LEFT side of the cover point.</p> <p>On target face, assume an AIM/FIRE position and FIRE...</p> <p><b>1 body shot @ the RIGHT target. - 04 Seconds</b></p> <p>Following the shot, the shooter will assume a COVER/ZONE position and return to cover.</p> <p>Given the appropriate SEARCH command, begin a VISUAL SEARCH for the LEFT target around the LEFT side of the cover point.</p> <p>On target face, assume an AIM/FIRE position and FIRE...</p> <p><b>1 body shot @ the LEFT target. - 04 Seconds</b></p> <p>Following the shot, the shooter will assume a COVER/ZONE position and return to cover.</p> <p>On the command, the shooter will HOLSTER and shift to the RIGHT until they are stranding outside of the cover point.</p> <p>On the command of COVER, the shooter will DRAW while moving to cover.</p> <p>On command, begin a VISUAL SEARCH for the LEFT target around the RIGHT side of the cover point.</p> <p>On target face, assume an AIM/FIRE position and FIRE...</p> <p><b>1body shot @ the LEFT target. - 04 Seconds</b></p> <p>Following the shot, the shooter will assume a COVER/THREAT position and return to cover.</p>

YARDAGE	# RDS FIRED	INSTRUCTIONS
15 YDS	04 RDS	<p>On command, begin a VISUAL SEARCH for the RIGHT target around the RIGHT side of the cover point.</p> <p>On target face, the shooter will FIRE...</p> <p><b>1 body shot @ the RIGHT target. - 04 Seconds</b></p> <p>Following the shot, the shooter will assume a COVER/ZONE position and return to cover.</p> <p>On command, the shooter will HOLSTER the weapon.</p> <p>The shooter will be instructed to advance to the 15 Yard Line.</p> <p>On command, the shooter will assume a standing position outside of the cover point. (The shooter may choose which side of cover to stage from).</p> <p>On target face, the shooter will DRAW, while moving to cover, &amp; from a standing position FIRE...</p> <p><b>1 body shot RIGHT target &amp; 1 body shot LEFT target...</b></p> <p>The shooter will, automatically MOVE to a KNEELING cover position, performing a RELOAD, and from the kneeling position, FIRE...</p> <p><b>1 body shot RIGHT target &amp; 1 body shot LEFT target -</b>  <b>All rounds are fired within 12 Seconds</b></p> <p>On command, the shooter will stand and HOLSTER.</p> <p>(RELOAD EMPTY MAGAZINE)</p>
		<p>The shooter will be instructed to advance to the 07 Yard Line.</p> <p>On command, and from a standing/stationary position, the shooter will DRAW and FIRE...</p> <p><b>2 body shots RIGHT target &amp; 2 body shots LEFT target. – All rounds are fired within 05 Seconds</b></p> <p>Following the shots, the shooter will automatically RELOAD and, upon command, HOLSTER.</p> <p>(If the shooter does not possess three magazines, they may reload the empty magazine under the direction of an instructor).</p>
07 YDS	14 RDS	

YARDAGE	# RDS FIRED	INSTRUCTIONS
07 YDS		<p>On command, the shooter will STAND in front of the RIGHT target.</p> <p>On target face, and from a standing/stationary position, the shooter will DRAW and FIRE...</p> <p><b>2 body shots RIGHT target...</b></p> <p><b>MOVE 1 step LEFT and again FIRE...</b></p> <p><b>2 body shots RIGHT target</b>  <b>All rounds are fired within 06 Seconds</b></p> <p>On command, the shooter will HOLSTER the weapon.</p> <p>On command, the shooter will STAND in front of the LEFT target.</p> <p>On target face and from a stationary position FIRE...</p> <p><b>2 body shots LEFT target...</b></p> <p><b>MOVE 1 step RIGHT, RELOAD and again FIRE...</b></p> <p><b>2 body shots LEFT target</b>  <b>All rounds are fired within 12 Seconds</b></p> <p>On command, the shooter will assume a COVER/THREAT position.</p> <p>On target face, the shooter will (as a failure drill) FIRE...</p> <p><b>1 head shot RIGHT target &amp; 1 head shot LEFT target...</b>  <b>All rounds will be fired within 03 Seconds</b></p> <p>On command, the shooter will HOLSTER and retrieve their empty magazine.</p> <p><b>(RELOAD EMPTY MAGAZINE)</b></p> <p>The shooter will be instructed to advance to the 03 Yard Line.</p>

YARDAGE	# RDS FIRED	INSTRUCTIONS
03 YDS	08 RDS	<p>On target edge, the shooter will DRAW; MOVE 1 step to the REAR (Position 0), issue appropriate VERBAL commands and FIRE...</p> <p><b>1 body shot RIGHT target &amp; 1 body shot LEFT target</b>  <b>All shots are fired within 03 Seconds</b></p> <p>On target edge; automatically RELOAD &amp; upon command, HOLSTER .</p> <p>On target edge, the shooter will DRAW; MOVE 1 step to the REAR (Position 0), issue appropriate VERBAL commands and FIRE...</p> <p><b>2 body shots RIGHT target &amp; 2 body shots LEFT target</b>  <b>All shots are fired within 05 Seconds</b></p> <p>The shooter will assume a COVER/ZONE position &amp; assess the threats.</p> <p>On target face, the shooter will FIRE...</p> <p><b>1 body shot RIGHT target &amp; 1 body shot LEFT target</b>  <b>All shots are fired within 02 Seconds</b></p> <p>After firing, the shooter will ensure that the weapon is EMPTY and SAFE upon direction from the Range Master.</p> <p>Upon command, HOLSTER a DEAD GUN.</p>

### INSTRUCTOR NOTES

Magazines are loaded as directed by the Range Master. Magazines may be loaded with as few as six rounds each. Ensuring that the magazines have sufficient ammunition for each stage of fire is the shooters responsibility.

HOLSTER commands require that the shooter properly holster the weapon while activating ALL retention devices.

COVER commands provide the shooter the ability to INDEX the weapon, but, NOT to touch the trigger.

Immediate action drills are the responsibility of the shooter and alibis are not granted except where the stoppage was induced by either the weapon or ammunition and the shooter has made an active effort to clear the stoppage. Alibis are at the discretion of the instructor.

The number of alibi rounds is limited to the exact number that would have been fired had the stoppage not occurred. Alibis must be shot at the stage where the stoppage occurred and within the time limits for that stage.

Leftover rounds at any stage should be given to a line instructor upon their request.

Maximum Raw Score: 300 Points

Minimum Qualifying Score: 240 Points (80%)

HIGH READY or COVER/ZONE (The weapon is pulled to the center line of the body around the pectoral area)

- The trigger finger is outside of the trigger guard and along the lower receiver.
- Visual focus is upon a specific area within the tactical environment (as in providing over-watch or controlling an assigned area of visual responsibility or potential threat).